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at least one from the plurality of successive tiers of bonus levels being a prize level, each of the plurality of players having a player bonus level, the player bonus level being selected from the plurality of successive tiers of bonus levels], the method comprising:

providing the card game and the auxiliary game, the card game including bonus events, and the auxiliary game including a plurality of successive tiers of bonus levels, at least one from the plurality of successive tiers of bonus levels being a prize level, each of the plurality of players having a player bonus level, the player bonus level being selected from the plurality of successive tiers of bonus levels;

initiating play of the card game;

at least one of the bonus events occurring, the at least one of the bonus events being associated with one from the plurality of players;

upon the at least one bonus events occurring, providing to the one from the plurality of players an option to select to advance at least one tier the player bonus level of the one from the plurality of players;

receiving a selection of the option to select to advance at least one tier; and

if the one from the plurality of players advances to the prize level, generating a random prize for the one from the plurality of players.

31. (Amended) A device for [controlling progress in] play of an auxiliary incentive game [played] by a plurality of players simultaneously with a card game played with a plurality of cards by the plurality of players[, the card game including at least one card game

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bonus event, the auxiliary game including providing an option for one from the plurality of players to select to receive a bonus point in the auxiliary game upon occurrence of the at least one card game bonus event, such that each of the plurality of players has a number of bonus points, and wherein one from the plurality of players is provided a prize upon accumulating a predetermined number of bonus points], the device comprising:

a plurality of player interface units, each of the plurality of player interface units associated with one from the plurality of players, and each of the plurality of player interface units including a display element to display the number of bonus points accumulated by the associated player; and

a controller operatively coupled to each of the plurality of player interface units, the controller controlling the display element of each of the plurality of player interface units;

wherein the card game includes at least one card game bonus event, wherein the auxiliary game includes providing an option for one from the plurality of players to select to receive a bonus point in the auxiliary game upon occurrence of the at least one card game bonus event, such that each of the plurality of players has a number of bonus points, and wherein one from the plurality of players is provided a prize upon accumulating a predetermined number of bonus points.

44. (Amended) A device for [controlling progress in] play of an auxiliary incentive game [played] by a plurality of players simultaneously playing [with] a primary game [played] on a gaming table [by the plurality of players, the primary game including at least

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one bonus event, the auxiliary game including providing an option for one from the plurality of players to select to receive a bonus point in the auxiliary game upon occurrence of the at least one bonus event, such that each of the plurality of players has a number of bonus points, and wherein one from the plurality of players is provided a prize upon accumulating a predetermined number of bonus points], the device comprising:

a plurality of player interface units, each of the plurality of player interface units associated with one from the plurality of players, and each of the plurality of player interface units including a display element to display [the] a number of bonus points accumulated by the associated player; and

a controller operatively coupled to each of the plurality of player interface units, the controller controlling the display element of each of the plurality of player interface units;

wherein the auxiliary incentive game includes at least one bonus event, the auxiliary game including providing an option for one from the plurality of players to select to receive a bonus point in the auxiliary game upon occurrence of the at least one bonus event, such that each of the plurality of players has a number of bonus points, and wherein one from the plurality of players is provided a prize upon accumulating a predetermined number of bonus points, the device preventing unauthorized transfer of the accumulated bonus points among players.